

In re application of: Robert W. Crowder, Jr., et al.
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Q³
concl. 30. The cashless gaming method of claim 30 wherein the gaming machine unit further has a housing and the game interface, game processor, and cash transaction unit are mounted with the housing.

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REMARKS

Please enter this amendment prior to initial examination in the merits. By this amendment, the specification has been amended to correct some minor typographical errors. Claim 1 has been amended solely to comply with claiming formalities (only to render the use one claim term ("cash emulation processor") more consistent) and not for purposes of making any change to the scope of the claim. New claims 2-37 have been added in order to present a variety of claims of varying scope.

The applicant submits that the present application is in condition for allowance. If the Examiner has any questions regarding the application or this response, the Examiner is encouraged to call the applicant's attorney, Robert C. Ryan, at (775) 826-6160.

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Respectfully submitted,

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VERSION SHOWING MARKINGS ON THE CHANGES MADE

On page 7, third paragraph, fifth line, the following amendment was made:

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comprise [bills such as] U.S. or other [dollars] foreign currency. The coins may comprise government issued monies,

On page 12, the third paragraph was amended with following:

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As described in some detail above, gaming machine 10 includes a coin hopper 20 from which winnings are paid, and coins returned, such as when a player cashes out. The hopper 20 includes a control interface which operates as follows. When a machine 10 cashes a player out or pays out winnings, firmware associated with the game machine control (such as the illustrated processor 12) calculates how many coin/tokens that need to be dispensed from the hopper 20. At this point, a motor is activated which controls the hopper 20. The [control] processor 12 samples an input sensor which changes states as coins [that] are being ejected from the hopper. The sensor toggles one time for each coin that is dispensed from the hopper 20. The [control] processor 12 continues to activate the motor on until all of the coins/tokens, for that cash out, have been dispensed by the hopper 20.

On page 15, last paragraph, first line, the following amendment was made:

25 button 16

In one embodiment of the invention, the output signals associated with a [case] cash out

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In Claim 1, the following amendments were made:

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1. (Amended) A gaming machine of the type useable to provide cashless gaming, the gaming machine comprising in combination:

A. a gaming unit having a game interface, a game processor in communication with the game interface, and a cash transaction unit in communication with the game processor; and

10 B. a cash emulation processor intermediate, and in communication with, the game processor and cash transaction unit, the cash emulation processor having a cashless credit system, whereby the cash emulation processor may emulate at least a portion of the cash transaction unit and thereby receive credit information from, or provide credit information to, the cashless credit system.

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